

HSX

hypersonic.xtreme



EVERYONE
E
CONTENT RATED BY
ESRB



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

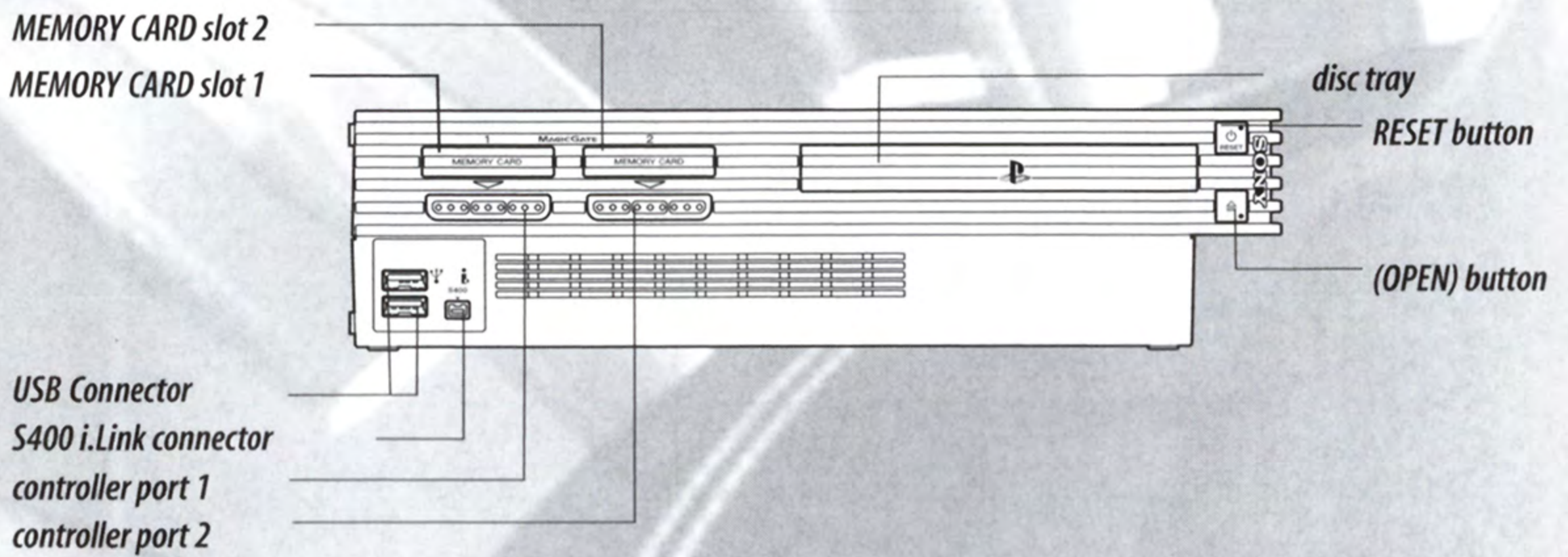
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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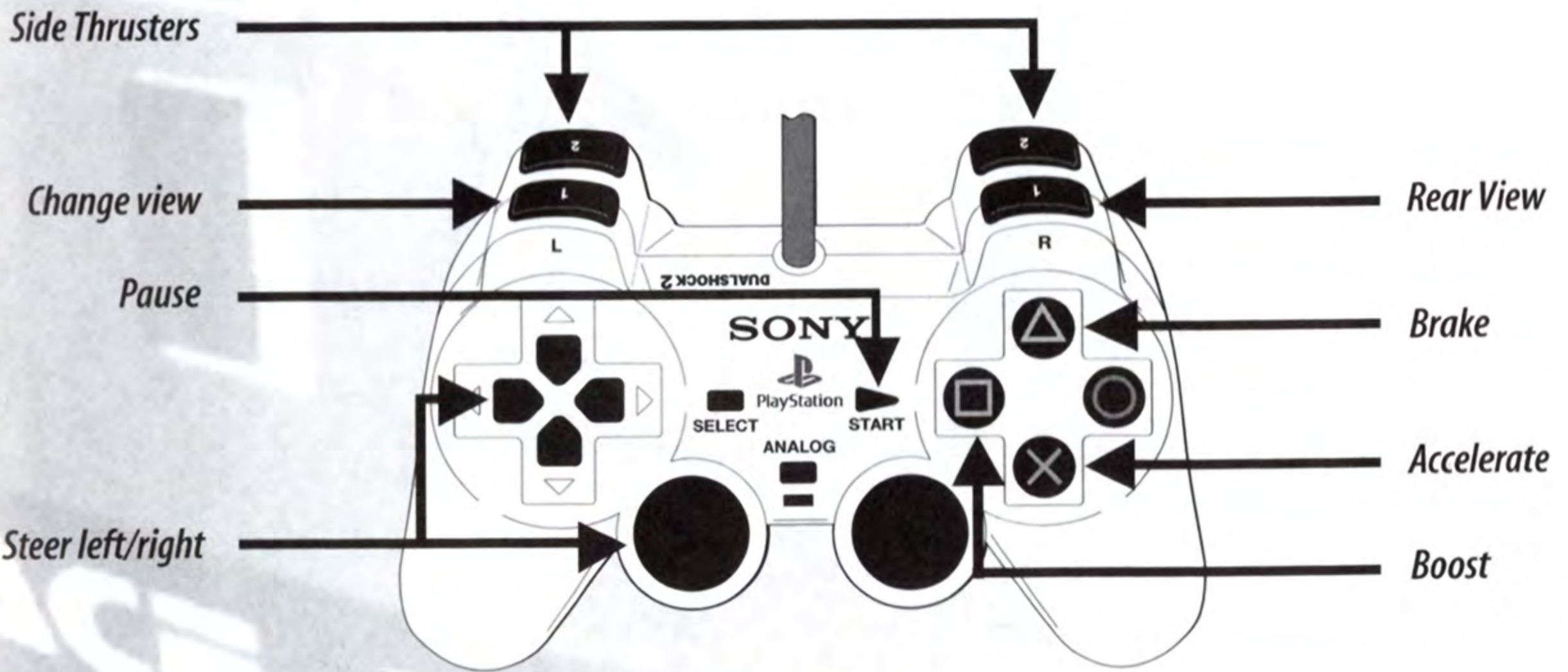
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the HSX disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

RACING CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



HSX supports the DUALSHOCK® 2 Analog Controller.

Steering can be used in conjunction with the L2 button and the R2 button to use the side thrusters and increase the amount of grip the craft has, which is especially useful for tight turns.

NOTE: the vibration function of the DUALSHOCK® 2 Analog Controller can be toggled on or off in the Controller section of the Options menu, described elsewhere in this manual.



INTRODUCTION

The Future. Cities have fallen and risen. New fuels discovered. Speed records broken and broken again. Vehicles capable of hypersonic speed invented. Extreme sports taken to a whole new level.

HyperSonicXtreme racing invented. The race is on!!!

HSX racing is no ordinary racing. You will be racing at speeds of up to 1,200 mph, on tracks thousands of miles long!

You can also create your own tracks, based anywhere in the world! The whole globe has been recreated for you to make your own tracks on.

MAIN MENU

When the game has loaded, you will be presented with the HSX Main menu. The Main menu contains a series of options that allow you to start a race, go into the course editor, or adjust the game settings.



MAIN MENU SCREEN

MENU CONTROLS

Directional Button - Highlight menu option

X Button - Select menu option

△ Button - menu option and return to previous screen if available

MAIN MENU

RACE - Choose the type of race you wish to participate in, difficulty settings and race craft, then choose a series of tracks to race on.

OPTIONS - Change the game's settings here. See Option's Menu below for a complete description of features.

CREATE TRACK - Choosing this from the Main menu will take you to the track creation system. This is a simple to use, incredibly flexible track editor which lets you create any kind of track you want, anywhere in the world!!

LOAD TRACK - Choose this menu item to load a previously created track.

TUTORIAL - Choosing tutorial will take you to a list of the currently available tutorials. The tutorials teach you the basics of how to create a track and it is thoroughly recommended you go through each tutorial as it becomes available.

OPTIONS MENU

OPTIONS - Choosing Options from the Main menu will take you onto another menu with the following options:

Credits - See a list of those who made HSX possible.


Controller Options - Allows you to turn vibration ON or OFF.

Audio Options - This set of options allows you to change the volume of the music and the sound effects. You can also switch the music or sound effects off from here by putting the volumes down to their lowest setting.

Video Options - Choosing this option allows you to toggle widescreen mode and alter the screen position.

Widescreen - Use left directional button or right directional button to toggle between Widescreen mode on and off.

Screen Positioning - Press X Button to begin positioning the screen. Press X Button again when you're happy with the setting.

Preview Black & Bruised™ - Preview Black & Bruised™, an over-the-top arcade style slug-fest that breaks new ground with it's unique Boxer's Life Mode. 

STARTING A RACE

Choosing Race from the Main Menu takes you onto another screen where you can choose the number of players, the difficulty and the kind of race you want to participate in.

First, you must choose to race in either Cup or Time Trial modes.

Cup - HSX features three series in Arcade mode, and two series in Slalom mode. At the start, only the first series is available from Arcade and Slalom, but new series will become available as you progress through the game.

Time Trial - this mode allows you to race solo against the clock. Try to beat your best times!

You then need to choose a 1 or 2 player game.

For Cup races you then need to choose from three difficulty levels:

Difficulty 1 is Easy

Difficulty 2 is Medium

Difficulty 3 is Hard.

Next choose OK to go to the Craft Select Screen where you choose your race craft.

CRAFT SELECT

For all race modes, you will need to choose your pilot/craft from the Craft Select screen.

Each craft in the race has its own stats, incorporating strengths and weaknesses in different categories, so choose the craft that suits your racing style. Also, each craft comes with a pilot whose stats will be shown at the bottom of the screen.



PILOT/CRAFT SELECT SCREEN

The craft information is divided into five categories and is represented by a white bar. The longer the bar, the better the stat is.

Grip - this shows you how well that craft sticks to the ground, so a craft with a higher Grip rating will find corners easier.

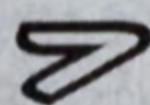
Re-Heat - how quickly the craft uses up boost.

Shield - how much damage you can take from collisions with other crafts and barriers.

Acceleration - this is how good the craft is at building up speed.

Weight - the greater the weight, the greater the craft's stability in collisions with other crafts.

Press the **X** Button to choose your craft, and you will be taken to the Series Selection screen.



SERIES SELECT

There are three options, Arcade, Slalom, and User series. The Arcade tracks are circuits, on which you have to complete 3 laps. Slalom tracks are point-to-point races on which there are no laps. A user series is one that you have created and saved yourself.

There are three Arcade series and two Slalom series.

A series consists of 6 sequential races, with each race providing more of a challenge as you progress. In each series race, you will be racing against 9 other racers all challenging for first position.

Points are totaled at the end of each race and the racer with the most points at the end of the 6 races is deemed the winner. You must be in the top three at the end of a series to gain access to the next one, where the courses are much tougher.

A series can be raced on three difficulty levels. When racing on difficulty 1, you will have 6 retries available to you. Each time you choose to retry or restart a race, you use one of these retries and when you have no more retries left you cannot retry a race. On difficulty 2, you will have 3 retries and on difficulty 3 you will have none and will not be able to retry any of the races. When you crash during a race, you do not use up one of your retries.

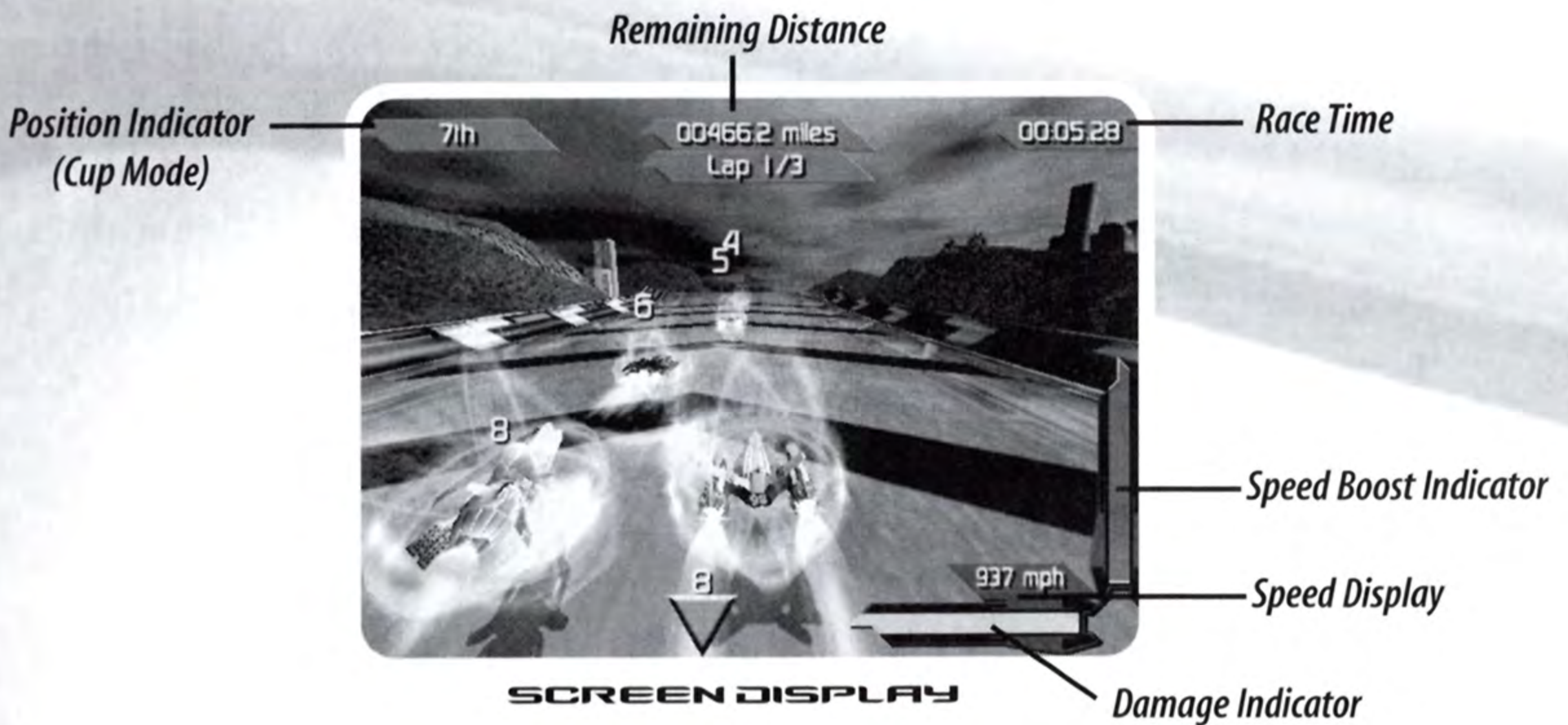
2-player races are played similar to single player races. The screen will be split vertically with player 1 on the left and player 2 on the right.

In a 2-Player arcade series both players will race against 8 other racers for points to win the series. Points are tallied in the same way as a 1-Player race. In the event of a draw, the series is restarted.

A 2-Player Time Trial race will be 1 on 1 with both players going for the best time.

A series can only be raced in 2-Player mode when it has been unlocked in 1-Player mode. So the first Arcade and the first Slalom series are both available in 2-Player mode at the beginning.

SCREEN DISPLAY



The following information is displayed on the screen during a race:

Position Indicator - Readout of your current position in the race (Cup mode only)

Time Trial Times - Your lap times are displayed in the top-left of the screen in Time Trial mode.

Remaining Distance - The distance left to the finish line in Miles.

Race Time - Displays your elapsed race time.

Speed Boost Indicator - The vertical bar shows you how much speed boost you have remaining. The nearer to the top it is, the more you have left.

Speed Display - The number at the bottom-right of the screen is the current speed your craft is traveling at, in Miles per hour.

Damage Indicator - The horizontal bar is your damage level. This bar will deplete as you take damage.

If another craft is behind you, a pointer will appear at the bottom of the screen, indicating their distance away from you by how large the pointer is. If the pointer is large, the craft is close. If the pointer turns red, then the craft is very close behind you.



PAUSE MENU

Continue - choosing this or pressing the START button returns to the race.

Restart Race - select this to start the race over (the number of retries you have left is shown in brackets)

Music Volume - adjusts the music volume.

Sound Volume - adjusts the sound effects volume.

Vibration off/on - toggle the vibration Off/On.

Widescreen off/on - toggle the widescreen mode Off/On.

Weather off/on - toggle weather effects Off/On.

Quit Game - choose this to return to the race selection screen.

RACE END

At the end of a race, you will be shown a replay and shown the race results. After a series race, the points won in the race will be shown, then the new series totals.

WARNING! If you quit a series before you have finished it, you will have to start it again.

COURSE UNLOCK SYSTEM

In each mode of the game there are 6 tracks in each series.

ARCADE

Cook series - 6 tracks

DeGama series - 6 tracks

Drake series - 6 tracks

SLALOM

Columbus series - 6 tracks

Marco Polo series - 6 tracks

Initially only two tracks are available, the first track in the first series of the Arcade & Slalom modes: Coast Mountains in Arcade and Kintla Peak in Slalom.

When you successfully complete a track in either series irrespective of position in the race you will automatically unlock the next track in that series.

IN ORDER TO BEAT ALL THE SERIES YOU MUST ATTAIN AN OVERALL POSITION OF THIRD OR HIGHER.

After each race you are given the race results, including the race times for all the craft. You are also shown the points awarded for the race and the series standings. After viewing the Race Results screen and the Series Standing screen, a menu appears with several options. From this menu, you can choose to move on to the next track in the series (this option is not available after the final race in a series), watch a replay of the race, retry the race, create a track, go to a track creation tutorial or quit to the main menu.

Individual races can be rerun by selecting **RETRY** from the Race menu. In this way your overall performance in the series can be improved. You will use up one of your retries by retrying a race.

COURSE UNLOCK SYSTEM

From the Race End menu, you can choose to go to the track creation system. This will allow you to create a track from the location you just raced.

Not only does success in a series unlock the next series i.e. successfully beating the Cook series gives the player access to the next series - DeGama in this case, it also unlocks the next level of the track editor functions and the next stage of the tutorial.

LOADING AND SAVING DURING GAME PLAY

For information about Loading and Saving the tracks you create see the track editor section.

Loading

HSX uses an Auto-Load system. When you load the game with a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1 that contains a previous HSX game save, all your best times, unlocks and options will also be loaded.

Saving


HSX will automatically save your options, unlocks and best times to the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 every time you finish a series or quit after finishing a track.

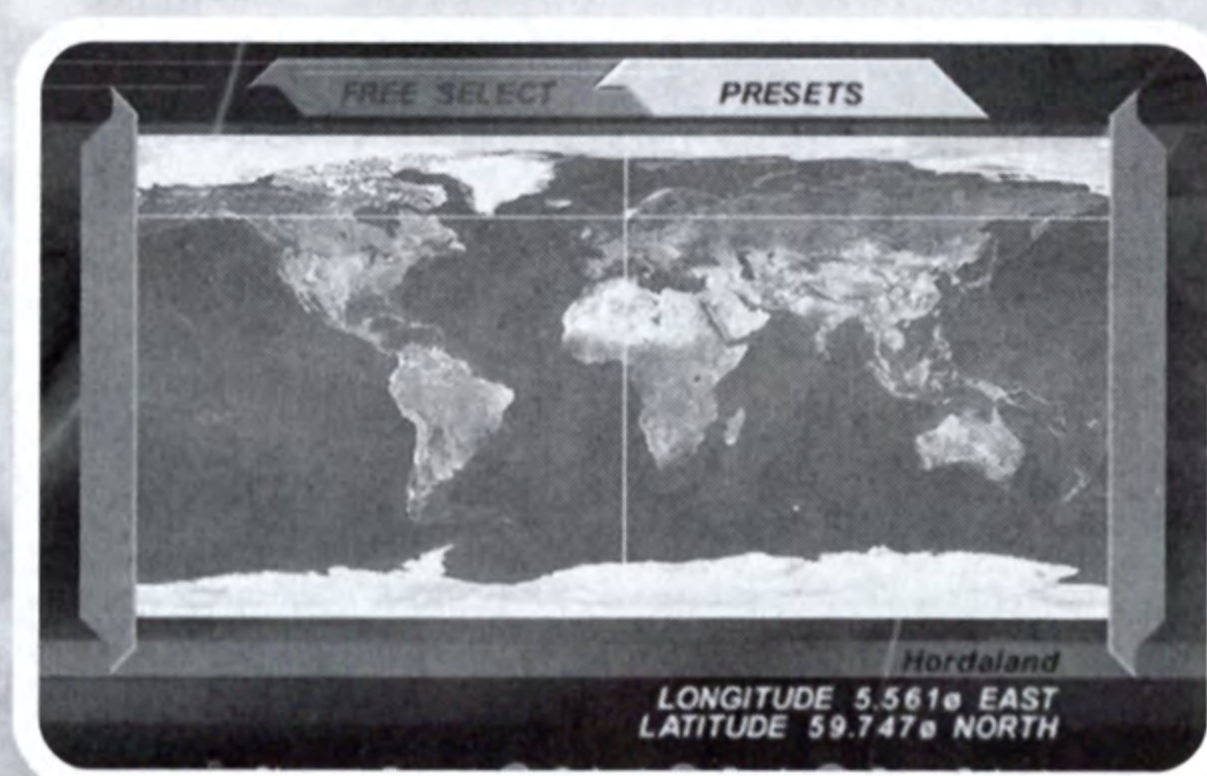
Any changes made in the Options screen will be automatically saved.

TRAKEDIT



The track creation system is very easy to use and is capable of creating extremely complex tracks for you and your friends to race on. There is virtually no limit to the kind of track you can create, or the number of objects that can be placed on it.

Getting Into TrakEdit

After choosing Create Track from the Main Menu, you will be presented with a globe on which you can choose the location of the track you will build. You can either select one of the Preset locations that have been selected for you, or you can choose the Free Select option and choose the location yourself using the left analog stick. Press the  Button to switch between Preset and Free select. In Free Select mode, you can also hold the R1 button to fine tune your location or hold all four shoulder buttons for pinpoint location selection.



Location Select screen

Press the  Button to choose a location and you will be in the game world with your exploration craft in the center. There is a flashing prompt in the center of the screen that reads "Press  Button To Create A Track".



Exploration Craft screen

TRAKEDIT

Now you are in the game world, you are completely free to drive around in any direction to find a suitable geographical location for your track. Use the X Button to accelerate the exploration craft.

When you are happy with the location, press the O Button and track creation will begin. If you are NOT happy with the current location, press the START button and choose Quit TrakEdit from the menu, and you will be returned to the Location Select screen.

Creating A Track

When you've pressed the O Button and track creation has started, you will see the start of your new track. You can use the right analog stick to move the camera around to get a better look at your track, zoom out with the L1 Button and zoom in with the R1 Button.



Creating A Track

You will be in Add Track mode when you first start track creation.

At one end of your small track is a blue and purple section of track. This is where you add track by pressing or holding down the X Button and delete a track segment by pressing the Δ Button. Using the left analog stick or the directional button will change the direction and incline of the current blue/purple segment.

You can add as many segments of track as you like, to whatever direction or height you like. If you want to create a circuit track, then you need to connect the end of the track to the start.

TRAKEDIT

At the top of the screen is the Information Bar. This gives you important information relating to your current situation.

Add Track
Heading: Straight Incline: 0°[0°] Bank: 0°[0°]

Information Bar

The mode you are currently in is displayed at the top left of the information bar, this will read either Add Track, Edit Track, Edit Track (Region) and Adjust Object.

There are many features you can add to your tracks including bridges, power-ups and buildings. To place these features onto your track, you need to be in Edit Track mode. Press the SELECT button to change between Add Track and Edit Track modes.

Add Track Mode Controls

left directional button - Increase the left turning angle

right directional button - Increase the right turning angle

up directional button - Decrease incline down directional

down directional button - Increase incline

× button - Add track section

△ button - Delete track section

L1 button - Zoom out

R1 button - Zoom in

L2 button - Increase left sided banking

R2 button - Increase right sided banking

right analog stick - Rotate the view around the track

SELECT button - Switch to Edit Track mode

START button - TrakEdit menu

L3 button - Quick Help

R3 button - Reset camera view to default position

TRAKEDIT MENU

Pressing the START button will bring up the TrakEdit menu, on which you can access a number of options.

CONTINUE - return to track creation system

TRACK

Race - race your track in its current state against 9 other craft

Race From Here - when in edit mode, this option will allow you to race from the currently highlighted section of track

Select Race Craft - choose from the 16 available craft to race your created track with

Clear Track - remove all the created track sections, leaving you with just the start line

Set Track Theme - choosing this allows you to select from a variety of graphical styles for the objects you place on your track. You can also choose the time of day when selecting a theme.

Set Landscape Theme - from here you can choose from a list of six different landscape styles, including snow, desert and dry grass.

Set Weather - this allows you to add weather effects to your track. You will not see the weather effects from the editor, only when you are racing the track.

FILE

Save Track - save your track to a memory card (8MB) (for PlayStation®2).

Load - load a track from the memory card (8MB) (for PlayStation®2).

Copy - copy the track you've created to a different slot in the series or to a different series

Swap - choose two tracks from the same or different series and swap their positions

Delete - delete the selected track from the memory card (8MB for PlayStation®2).

TRAKEDIT MENU

FILE

Rename Track - enter a name for your track using the directional button

Rename Series - enter a name for your series using the directional button

REGION

Replace Region - see below (this option will be unavailable unless a region is selected)

Depopulate Region - see below

OPTIONS

Landscape On/Off - push left and right to switch the landscape on and off when creating a track

Bridge Display On/Off - switches on or off any placed bridges when creating a track

Sound Volume - use the slider bar to alter the sound volume when editing a track

HELP

Help - displays a list of controls for the mode you are currently in (Add Track, Edit Track or Edit Track Region modes)

Tutorial - choose from the available tutorials that teach the basics of track creation. The number of tutorials available to you is based on the number of series you have won

QUIT - leave the track creation system

TRAKEDIT



TRAKEDIT MENU

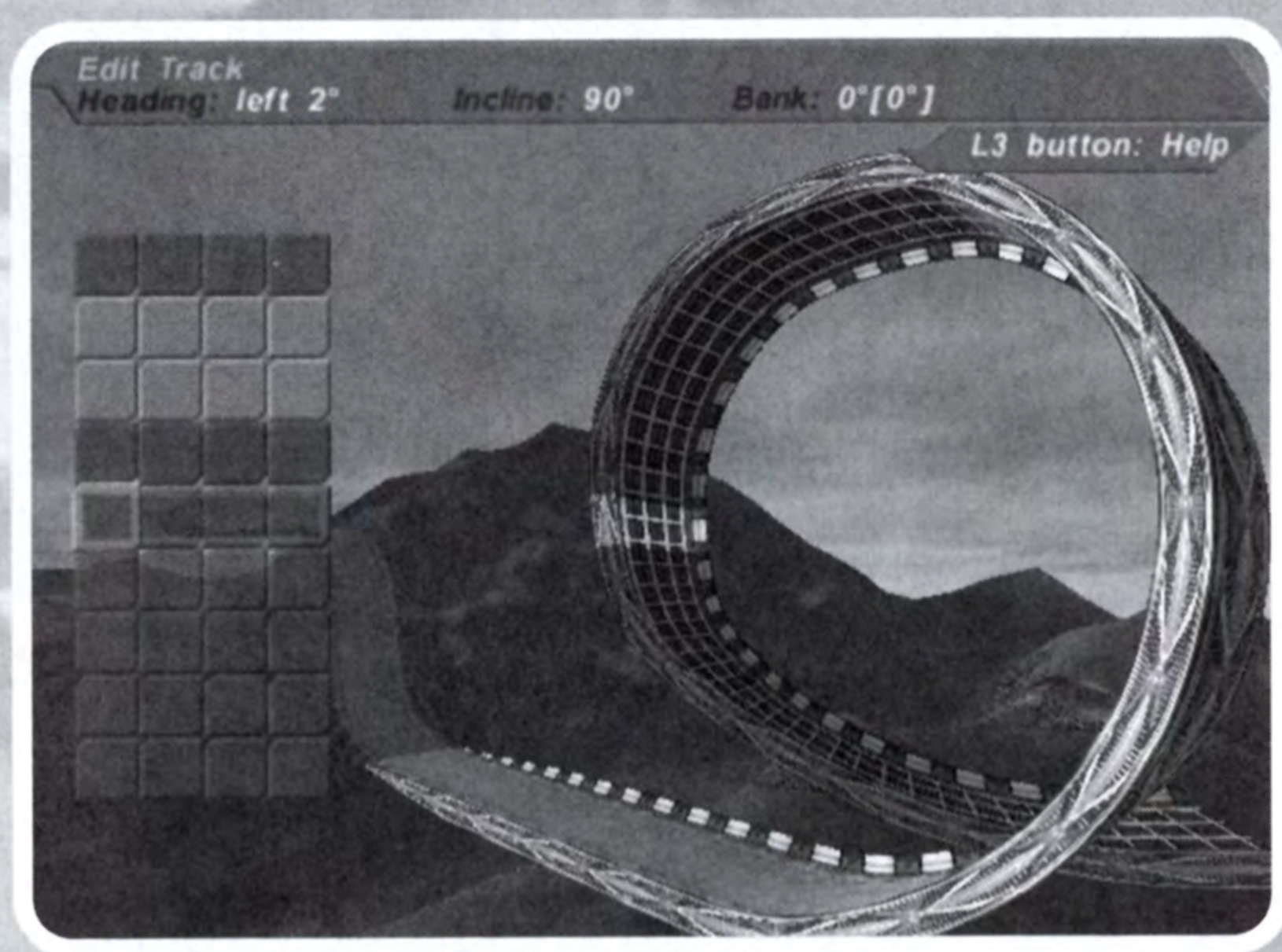
The Tutorials

The available tutorials show you how to use TrakEdit's features in much more detail, so it is highly recommended that you go through them in order.

Press the START button and choose Help from the menu, then choose Tutorial. You can then choose from the available tutorials. At the beginning, only tutorial 1 is available but as you win series more tutorials and TrakEdit features will be unlocked.

Edit Track Mode

Once your track is laid down, you can use the Edit Track mode to add features to it. These range from simple jump bars to complex corkscrews and waves.



Edit Trak Mode

When in the Edit mode, you will notice that the highlighted section of track is now a orange and purple strip, this is so you can see at a glance which mode you're in. On the left hand side of the screen is the Editing Grid that you will use for placing objects on the track and for selecting objects to edit them. Flashing in this grid is the placement marker.

TRAKEDIT MENU

Edit Track Mode Controls

left directional button - Move the placement marker left

right directional button - Move the placement marker right

up directional button - Move up through the track

down directional button - Move down through the track

× *button* - Place feature/object on track

△ *button* - Delete feature/object marker on track

□ *button* - Edit object at the selected point

○ *with directional button* - Move selected feature to a different position

□ *+up directional button/* - Select a region of track
down directional button

L1 button - Zoom out

R1 button - Zoom in

L2 + left or right - Cycle through track forks and the start line
directional button

R2 +up directional button/ - Move quickly through the track
down directional button

left analog stick - Same as directional button

right analog stick - Rotate camera view

L3 button - Quick Help

R3 button - Reset camera view to default

TRAKEDIT MENU

Adding Basic Objects

To place objects down onto the track, move the placement marker to the position on the track where you want the object to appear.

Next, press the X Button to open up a menu under the information bar. The Effects menu will be in use first, with the Normal Track option highlighted. Move along to the Objects menu either by pressing the left directional button once, or the right directional button three times.

The objects menu will now be highlighted with the following listed: Bridges, Power-ups, Collidables and Tracksides. You will notice that each of these options has a little >> symbol next to it. This means that there is a sub-menu available by pressing the X Button.

You will see on the Editing Grid that there are eight segments on each section of track on which objects can be placed.



Adding Basic Objects

NOTE: TrakEdit is incredibly flexible and as such you are able to place as many objects onto your track as you wish. However, if you find that when you race your created track and it runs very slowly, then you need to delete some of the placed objects.

TRAKEDIT MENU

ADDING TRACK FEATURES

Here is a description of all the menu items in TrakEdit, remember that most of these features are only unlocked after you have won a certain number of series.

Effects Menu

Normal Track - This reverts your track back to its original state.

Track Under Terrain - This adds the effect of your track dipping under the ground. End a Track Under Terrain region with the Normal option.

Track Gap - Gaps are used mainly for creating jumps. To create a jump, highlight a region then press the \times Button and choose Track Gap. This removes the region of track. Of course, make sure it's possible to make the jump when you race! End a Track Gap region with the Normal option.

Invisible Track - This gives the impression that the track is invisible. Unlike a Track Gap though, you can still drive on invisible track. End an Invisible region with the Normal option.

Wave - Adds a variety of real-time waves to the track. The wave can be ended with the Wave - None object, which is first on the list.



TRACK EDIT MENU

ADDING TRACK FEATURES

SHAPES MENU

Corkscrew Start - Starts a corkscrew effect on your track.

Corkscrew End - Ends the corkscrew, so the corkscrew effect will range from the Start to where you place the End marker.

Fork Left - Creates a new section of track to the left that can be used for shortcuts or alternative routes.

Fork Right - Creates a new section of track to the right.

Left Barrier Height - Choose from the available heights to increase or decrease the size of the barrier on the left of your track.

Right Barrier Height - Choose from the available heights to increase or decrease the size of the barrier on the right of your track.

Track Width - Use this to change how wide your track is.

PAINTS MENU

Track Paint - Choose from the available options the style of the track itself.

Surface Paint - Choose from snow, dust and water effects on the track surface. End these effects with the Surface - Normal option.

Speedup Paint - Adding Speedup to a track will cause any craft driving over it to increase greatly in speed. Use the Speed OFF option to end the speedup section.

Barrier Left Paint - Change the look of the barrier on the left using the choices available.

Barrier Right Paint - Change the look of the barrier on the right using the choices available.

TRACK EDIT MENU

ADDING TRACK FEATURES

OBJECTS MENU

Bridges - Select from the large range of bridges to add to your track.

Power-ups - Select Speed Boost and Health power-ups to be placed on the track.

Collidables - Jump bars cause the player to jump into the air when driven over.

Tracksides - Add scenery to your track using the various trackside objects.

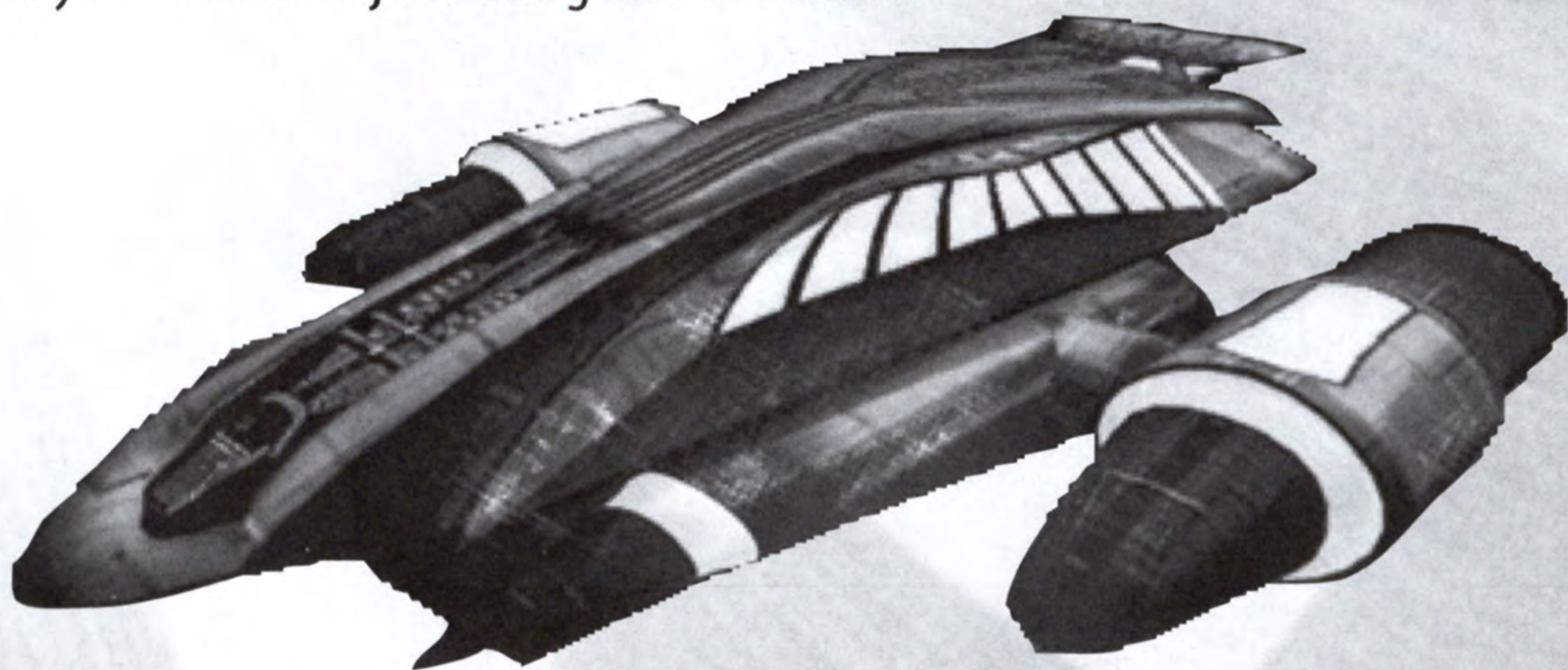
ADVANCED EDITING

There are several options that allow you to refine your track and put the finishing touches to it.

Regions - You can highlight part of your track by holding down the Button and pushing up or down on the directional button.

Release the Button when you are happy with the size of the region.

You can now alter the shape of the region using the directional button, or you can add objects using the Button.



TRACK EDIT MENU

ADVANCED EDITING

Replacing Sections - If you're not happy with a section of your track and wish to replace it, highlight it in the normal way and then press the START button.

From the menu, choose Replace Section. You will then see the section of track you highlighted divided into orange and purple sections. In this situation, you need to lay your track down in the normal way (using the × Button, deleting track with the △ Button) but you must make sure it connects to the end of the highlighted section. Press the SELECT button to finish replacing the section.

Depopulate Region - This option allows you to remove objects from a region of track selected. Select the region to have its objects removed in the usual way, press the START button, and then choose Depopulate Region from the menu. This option does not delete everything, but does delete most things that affect the look of the track.

Smoothing - If a track has rough turns or loops, you may want to smooth the track to avoid the player bouncing too much. To do this, highlight the region of track to be smoothed then press the ○ Button and the up directional button to smooth the track. If nothing seems to be happening, then the region of track you are trying to smooth cannot be smoothed.

Creating Circuits - You can create circuit style tracks simply by making sure that when in Add Track mode, you connect the end of the track to the beginning.

Flipping - When in Adjust Object mode with a Bridge, it's possible to flip the bridge onto the other side of the track by pressing the □ Button.

A selected Region can have its changes undone by pressing the △ Button.

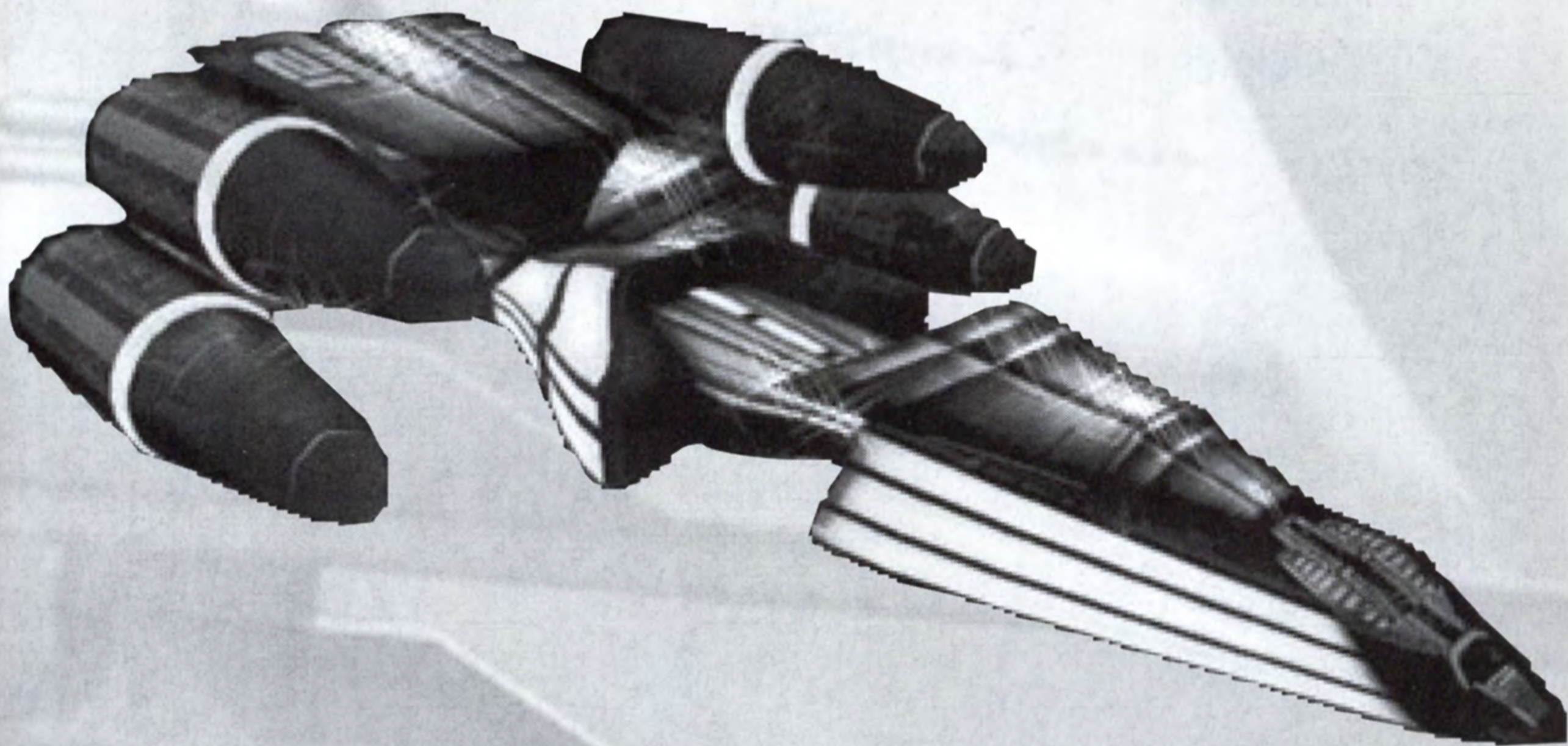
TRACK EDIT MENU

CHANGING THE DIFFICULTY OF YOUR TRACK

There are many ways in which you can make your track more challenging to race on.

Power-up placement - Place power-ups on the edge of jump landings so they are harder to collect and require precise jumping. Placing power-ups near barriers will cause the unwary racer to take damage from the barrier itself. Also, placing power-ups immediately behind dangers, like jump bars, will make the player drive carefully to avoid the jump bars whilst still trying to go as fast as possible.

Jumps - Long jumps obviously require more skill to conquer, but jumps which start at the top of hills are more challenging. This means that the player has no warning of the approaching jump.



BLADE INTERACTIVE

CREDITS

Designer

James Salt

Concept Design

Mike Singleton

Deborah Jones

Gary Leach

Peter Jones

Lead Programmer

Gary Leach

Lead Artist

Pete Daniels

Infinity engine

Huw Lloyd

Track creation

Mike Singleton

Physics

Huw Lloyd

A.I.

Ross Goodley

Front End

George Williamson

James Shepherd

TrakEdit

Gary Leach

Roads & Rivers

Jake Gartland

Programming

Gary Leach

Huw Lloyd

Mike Singleton

James Shepherd

George Williamson

Ross Goodley

John Ogden

Ming Tregonning

Dan Argent

Art

Pete Daniels

Rob Jimenez Owen

Stuart Fox

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Dave Maxwell

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Andrew Coward

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Tom Grimshaw

QA Team Leader

Carl Jackson

QA

Carl Jackson

Andrew Coward

Matt Austin

Andrew Faithfull

Tam Rigby

Manual

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Marketing and PR

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James Salt

With thanks to

Steve Robson

John Marsden

Stuart McDonald

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